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2 **ABSTRACT**

3 A technique is described for performing multiple video processing tasks in a
4 single operation, as opposed to serially. For instance, a technique is described for de-
5 interlacing a principal video stream at the same time that at least one video sub-stream is
6 combined with the principal video stream. Performing these tasks in a single call to a
7 graphics processing unit, as opposed to staggered serial calls, reduces the bandwidth
8 requirements of the processing operations. This, in turn, can enable a computing device
9 to perform these multiple operations at full frame rate. In one implementation, different
10 texturing units are respectively assigned to the principal video stream and the video sub-
11 stream. The graphics processing unit interacts with these texturing units and associated
12 memory locations substantially in parallel, thus providing the above-described bandwidth
13 savings.

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